



## B.Sc. – I Animation (Entire) ( Academic Year 2013 – 2014 )

### Course Structure

#### Semester - I

##### Theory

| Paper Code. | Title of the Paper                        | Period / Week | Total |
|-------------|-------------------------------------------|---------------|-------|
| AME 101     | Fundamentals of computers                 | 03            | 50    |
| AME 102     | Introduction to Hardware's and Software's | 03            | 50    |
| AME 103     | Introduction to Internet and Multimedia   | 03            | 50    |
| AME 104     | Drawing and Sketching - I                 | 03            | 50    |
| AME 105     | Colour Theory                             | 03            | 50    |
| AME 106     | Computer graphics - I                     | 03            | 50    |
| AME 107     | Animation Perspective                     | 03            | 50    |
| AME 108     | 'C' Programming                           | 03            | 50    |
| AME 109     | English for Communication - I             | 03            | 50    |

#### Semester - II

##### Theory

| Paper Code. | Title of the Paper               | Period / Week | Total |
|-------------|----------------------------------|---------------|-------|
| AME 201     | Drawing and Sketching - II       | 03            | 50    |
| AME 202     | Script Writing and Storyboarding | 03            | 50    |
| AME 203     | Digital Art                      | 03            | 50    |
| AME 204     | Computer graphics - II           | 03            | 50    |
| AME 205     | Classical Animation              | 03            | 50    |
| AME 206     | Principles of Animations         | 03            | 50    |
| AME 207     | HTML                             | 03            | 50    |
| AME 208     | Introduction to Web Development  | 03            | 50    |
| AME 209     | English for Communication - II   | 03            | 50    |

##### Practical Course

| Course No. | Title               | Period / Week | Examination Marks |       |       |
|------------|---------------------|---------------|-------------------|-------|-------|
|            |                     |               | Internal          | Final | Total |
| AME111     | Animation Lab - I   | 04            | ----              | 50    | 50    |
| AME112     | Animation Lab - II  | 04            | ----              | 50    | 50    |
| AME113     | Animation Lab - III | 04            | ----              | 50    | 50    |
| AME114     | Animation Lab - IV  | 04            | ----              | 50    | 50    |

## SYLLABUS

### B. Sc. Part – I Animation ( Entire ) Semester - I

Title of the Paper : **Fundamentals of computers**

| Topics                                                                                                                                                 | Lectures |
|--------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
|                                                                                                                                                        | 36       |
| <b>Unit I</b><br>What is a Computer?<br>Basic Introduction of Computers,<br>History of Computer.<br>Computer Generations.                              | 09       |
| <b>Unit II</b><br>Introduction of Basic Computer Operations.<br>Computer Units.<br>Memory System in a Computer.<br>Storage Devices.                    | 09       |
| <b>Unit III</b><br>Definition of Software's.<br>Paint, Microsoft Word, Microsoft Excel, Power Point.<br>Applications of Software<br>Types of databases | 09       |
| <b>Unit IV</b><br>Study of Input Devices and Output Devices<br>Study of Data Processing.                                                               | 9        |

#### Reference Books:-

- 1) Fundamental of Computers by V. Rajaraman
- 2) Computer Fundamental by P.K. Sinha
- 3) Introduction to Computer and Data Processing by Pawar, Lad, Shinde, Patil (Dreamtech)
- 4) Introduction to Computer by Alexis Leon, Mathew Leon

Title of the Paper: **Introduction to Hardware's and Software's**

| Topics                                                                                                                                                                                                                                                           | Lectures |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
|                                                                                                                                                                                                                                                                  | 36       |
| <b>Unit - I : Hardware's</b><br>1). Intel Core 2 Duo 2) 1 MB L2 Cache 3) 512 MB Ram 4) Graphics Card 5) 80 GB Hard disk 6) DVD CD/RW combo 7) Stereo Speakers 8) 17" Color Monitor 9) Intel 31D1 Open GL 10) Mouse 11) Micro Phone 12) Digital Camera cum Webcam | 09       |
| <b>Unit - II : Software's</b><br>1) Windows XP 2) Office XP 3) Turbo C/C++ 4) Flash 5) Macro Media director 6) Photoshop 7) Audio/Video Capturing and Editing software's.                                                                                        | 09       |
| <b>Unit - III : Study of motherboard and ports</b><br>Identifying components and their use<br>Studying about different types of Motherboards<br>Studying about different ports.                                                                                  | 09       |
| <b>Unit - IV : Operating systems</b><br>Installing different Operating Systems<br>Installation of Anti-virus Software's<br>Recovery of system through Anti-virus patches                                                                                         | 09       |

**Reference Books:-**

- 1) Upgrading and repairing PC's – 8th Edition, QUE (PHI) – 1997 by Scott Mueller
- 2) PC Software for Windows made simple by R K Taxali ---Tata McGraw Hill
- 3) Fundamentals of MS-Office - BPB Publication

Title of the Paper: **Introduction to Internet and Multimedia**

| Topics                                                                                                                                               | Lectures<br>36 |
|------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit I</b><br>What is the Internet?<br>Internet History<br>Search Engine                                                                          | <b>09</b>      |
| <b>Unit II</b><br>Introduction of Web Directories<br>Thinking Critically about Websites<br>Evaluation of Information-Sources                         | <b>09</b>      |
| <b>Unit-III</b><br>What is Multimedia?<br>Introduction to Multimedia Systems.<br>History of Multimedia Systems<br>Multimedia Systems and Application | <b>09</b>      |
| <b>Unit-IV</b><br>Introduction of Internet Graphics<br>Types of Internet Graphics<br>Application and Future of Multimedia and Internet               | <b>09</b>      |

**Reference Books:-**

- 1) Computer Today by Basandara
- 2) Computer Fundamental by P.K. Sinha
- 3) Introduction to Computer and Data Processing by Pawar, Lad, Shinde, Patil (Dreamtech)
- 4) Raymond Grenlaw, Ellen Hepp - Fundamentals of the internet and World Wide Web, Tata McGraw Hill – 2000
- 5) HTML & Java Script for visual learners by Chris Chamber
- 6) Multimedia-An Introduction by John Villamil and Louis Molina Printed by Prentice Hall of India
- 7) Ramesh Bangia, Multimedia and Web Technology, Firewall Media-2004

Title of the Paper: **Drawing and Sketching-I**

| Topics                                                                                                                                                      | Lectures<br>36 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit- I</b><br>Introduction to Drawing<br>How to Draw, How to Choose a Pencil, How to Improve Your, Drawing Skills, How to Ink a Drawing, How to Sketch. | <b>09</b>      |
| <b>Unit- II</b><br>Drawing Shapes and Forms<br>Draw a Box, Draw a Circle, Draw a cylinder, Draw a Hexagon, Draw a Cartoon Car, Draw a Simple House          | <b>09</b>      |
| <b>Unit- III</b><br>Free hand sketching from real objects: Total assignments -10 building, vehicles, chair, table, trees etc.<br>Design- 2 D & 3 D Design   | <b>09</b>      |
| <b>Unit- IV</b><br>Still life with drapery (object drawing) Total assignments -5<br>(Study of non living objects)                                           | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Basic Drawing Techniques by Richards Box
- 3) Drawing and Anatomy by Victor Perard
- 4) Sketching by Pratap Mulik
- 5) Human Anatomy for Artist by Eliot Goldfinger

Title of the Paper: **Colour Theory- I**

| Topics                                                                                                                                                                           | Lectures<br>36 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit -I</b><br>Introduction of colour<br>Introduction of materials                                                                                                            | <b>09</b>      |
| <b>Unit -II</b><br>Making Colour Wheel<br>Making composition with colors<br>Color Journal                                                                                        | <b>09</b>      |
| <b>Unit -III</b><br>Interactions of Gradation and contrast<br>Warm and cool Colour<br>Color symbolism<br>Mixing of primary, Secondary, Tertiary Colors, Tints, Tones and Shades. | <b>09</b>      |
| <b>Unit -IV</b><br>Colour Wheel<br>Painting of some Scenes<br>Colour Journal                                                                                                     | <b>09</b>      |

**Reference Books:-**

- 1) Color Theory(Watson- Guptil’s Artist Library) by Jose Parammom
- 2) Colour by Betty Edwards
- 3) Colour by Milind Mulik
- 4) Color Theory by Ron Petrosky

Title of the Paper: **Computer graphics-I**

| Topics                                                                                                                                                            | Lectures<br>36 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit -I</b><br>Object Overview<br>Tools Overview.                                                                                                              | <b>09</b>      |
| <b>Unit -II</b><br>Study of Tools<br>Set Default Font and Size, Align, Artistic Text, Align Paragraph Text.                                                       | <b>09</b>      |
| <b>Unit -III</b><br>Pattern Fill Overview<br>Using Preset Full color Fills, Loading Full Color Fills<br>Using Bitmap Pattern Fills, Load<br>External Bitmap Fills | <b>09</b>      |
| <b>Unit -IV</b><br>Vectors and Bitmaps<br>Set View<br>Hints for Learning CorelDraw.<br>Import/Export Overview                                                     | <b>09</b>      |

**Reference Books:-**

- 1) Computer Graphics, Prentice Hall of India. by Donald Hearn & M. Pauline Baker
- 2) Computer Graphics, Second Edition by Zhigand Xiang, Roy Plastock, Schaum’s Outlines, Tata Mc-Graw Hill.
- 3) Procedural Elements for Computer Graphics by David F Rogers ---- Tata McGraw Hill,
- 4) Principles of Interactive Computer Graphics by Neuman & Sproul ---- Tata McGraw Hill.
- 5) Principles of Computer Graphics by Govil Shalin ---- PAI, Springer.
- 6) Computer Graphics, Steven Harrington by Tata McGraw Hill.

Title of the Paper: **Animation Perspective**

| Topics                                                                                                                                                                                                                                                                                                    | Lectures<br>36 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit - I</b><br>Introduction of Animation Perspective<br>Introduction to the equipment.<br>Perspective in Various Shapes.<br>The animator’s drawing tools, the animation table (light box, Field charts, Line tests, the exposure sheet (“X” sheet),                                                   | <b>09</b>      |
| <b>Unit - II</b><br>Perspective- blocks and boxes, Vanishing point in horizon, Outside horizon and indoors, Scale diagrams in perspective, Different viewpoints, Importance of eye level, Curves and cylinders in perspective,<br>Perspective in 1 point, Perspective in 2 point, Perspective in 3 point, | <b>09</b>      |
| <b>Unit - III</b><br>Perspective in multiple points, Multiple points in animation perspective, Objects in perspective,<br>Animals in perspective, Human forms in perspective,                                                                                                                             | <b>09</b>      |
| <b>Unit - IV</b><br>Cast shadow exercise,<br>Shapes in perspective with light and shade, Foreshortening,<br>Foreshortening of cylinders,<br>Construction drawing of animals with foreshortened cylindrical forms.                                                                                         | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Basic Drawing Techniques by Richards Box

- 3) Drawing and Anatomy by Victor Perard
- 4) Sketching by Pratap Mulik
- 5) Cartoon Animation by Preston Blair

Title of the Paper: **‘C’ Programming**

| Topics                                                                                                                                                                     | Lectures<br>36 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit-I</b><br>Languages Fundamentals<br>Algorithm, Flow Chart<br>What is ‘C’<br>Constants Variable data types in ‘C’<br>Statements<br>Definition Symbolic Constantans   | 09             |
| <b>Unit-II</b><br>Operators<br>Arithmetic Operator<br>Relation<br>Logical<br>Assignments, Conditional, Comma, Increment and Decrement<br>Expression                        | 09             |
| <b>Unit-III</b><br>Data Input - Output Statements<br>Data Input and Output Using getch() ,getche() , getchar() , putchar()<br>Formatted input – output – printf(), scanf() | 09             |
| <b>Unit-IV</b><br>Control Structures<br>Conditional Statements- if , if else, nested if, switch<br>Looping- while, do while, for , nested for                              | 09             |

**Reference Books:-**

- 1) ANCI ‘C’ by E Balgurusamy
- 2) Let us C by Y.C. Kanetkar
- 3) ‘C’ Programming by Denis Ritchie
- 4) Programming with C - Schaum Series

Semester-II

Title of the Paper : **Drawing and Sketching-II**

| Topics                                                                                                                                                                                                                                                      | Lectures<br>36 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit - I</b><br>Drawing Text and Lettering<br>How to Draw Letters, How to Draw Bubble Letters, How to Have Beautiful Writing. How to Design a Logo                                                                                                       | <b>09</b>      |
| <b>Unit – II</b><br>Drawing Realistic Characters<br>How to Draw Basic Human Figures, How to Draw a Body , How to Draw People, How to Draw Realistic People, How to Draw Human Faces, How to Draw a Facial Expression.                                       | <b>09</b>      |
| <b>Unit - III</b><br>Drawing Animals<br>How to Draw Realistic Animals with Depth, How to Draw an Elephant, Draw a Horse, How to Draw a Bird, How to Draw Cat, How to Draw a Dog, How to Draw a Pig, How to Draw a Dog Face, How to Draw a Frog              | <b>09</b>      |
| <b>Unit - IV</b><br>Cartoon and Comic Drawing<br>How to Draw a Cartoon like Face, How to Draw a Cartoon Cat, How to Draw a Cute Cartoon Person, How to Draw a Cartoon Monkey, How to Draw a Stick Figure, How to Draw Monsters, How to Draw a Sea Creature. | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Basic Drawing Techniques by Richards Box
- 3) Drawing and Anatomy by Victor Perard
- 4) Sketching by Pratap Mulik
- 5) Human Anatomy for Artist by Eliot Goldfinger
- 6) How to Draw Baby Animal by Susan Sonkin
- 7) Cartoon Animation by Preston Blair
- 8) Human anatomy by Victor Ferard
- 9) Figure drawing made easy by Aditya Chari
- 10) How to Draw Human Figures by Pundalik Waze

Title of the Paper: **Script Writing and Story Board**

| Topics                                                                                                                                                                                                                                           | Lectures<br>36 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit- I</b><br>Basic of script writing<br>Elements of script writing, expansion, dialogues interaction through dialogue, theme, genre of script.<br>The three act structure, beginning, middle and end.<br>Dialogue and Description Imagery.  | <b>09</b>      |
| <b>Unit - II</b><br>Modern ways to write Script, Quick methods to produce fast scrip, Advantage of script writing with software’s.                                                                                                               | <b>09</b>      |
| <b>Unit - III</b><br>Script writing for cartoon movies and its storyboard, Script for dramatic and emotional story and its Storyboard.<br>Script for mythological movie and its story board, Script writing for comedy movie and its storyboard. | <b>09</b>      |
| <b>Unit- IV : Story Board</b><br>Importance of story board, Definition, Advantage, Different types of story boards, Elements of storyboard, Storyboarding movements, Storyboarding with sketching,<br>Create a storyboard                        | <b>09</b>      |

**Reference Books:-**

- 1) How to Write for Animations by Jeffrey Scott
- 2) Animation Writing and Development by Jean Wright
- 3) The Complete Book of Scriptwriting by -J. Michael Straszynski
- 4) Film Scriptwriting-A practical Mannual by -Dwhite V. Swain and Joye R. Swain
- 5) Screenplay: Foundation of Screenwriting by -Syd Field
- 6) The Animator Survival Kit , Richards Williams
- 7) Cartoon Animation , Preston Blair

Title of the Paper: **Digital Art**

| Topics                                                                                                                                                                     | Lectures<br>36 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit -I</b><br>Introduction of Bitmap images<br>Bitmap Imaging with Adobe Photoshop/Image Ready                                                                         | <b>09</b>      |
| <b>Unit - II</b><br>Digital capture (digital camera or scanner)<br>Creating Environments in Adobe Photoshop                                                                | <b>09</b>      |
| <b>Unit - III</b><br>Introduction to Toon Boom<br>Use of Toon Boom Tools<br>Fill colour                                                                                    | <b>09</b>      |
| <b>Unit - IV</b><br>Introduction to Flash<br>Introduction to flash Interface<br>Import, Trace, Break apart, and loading bitmaps in FLASH<br>Creating Environments in Flash | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Inside Flash, Tech Media, Fig Leaf Software by Keating, Jody
- 3) Flash MX Professional 2004 Unleashed by David Vogeleer Mathew Pizzi
- 4) Flash in Easy Steps, Dreamtech Press by Vandome, Nick
- 5) Flash character animation: applied studio techniques By Lee Purcell (Sams publishing)

Title of the Paper: **Computer graphics-II**

| Topics                                                                                                                                                                                                                                                          | Lectures<br>36 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit - I</b><br>Introduction & Interface – What is Image? Pixel - Pixel – Resolution – Image Resolution – Printing Resolution – Monitor Resolution – Color Modes (RGB – CMYK – Lab Color – Gray Scale – Bitmap – Duotone – Indexed Color and Multi channel). | <b>09</b>      |
| <b>Unit - II</b><br>Viewing and Navigating Images – Cascading – Tiling – Close – Close All – Zoom In – Zoom Out – Planning – Fit to Screen – Actual Size – Rulers – Guides – Grid – Selections Edge – Snap.                                                     | <b>09</b>      |
| <b>Unit - III</b><br>Transforming the Images – Scale – Rotate – Skew – Distort – Perspective – Flip and Canvas – Rotate Canvas – Lassos – Polygonal – Tools and Options – Magic Wand and Options.                                                               | <b>09</b>      |
| <b>Unit - IV</b><br>Tools Box – Painting Tools – Healing – Brush Tool and Patch Tool – Brush Tool and Pencil Tool – Eraser Tool – Background Eraser Tool and Magic Eraser Tool – Dodge – Burn and Sponge Tool.                                                  | <b>09</b>      |

**Reference Books:-**

- 1) Computer Graphics, Prentice Hall of India. Donald Hearn & M. Pauline Baker
- 2) Computer Graphics, Second Edition by Zhigang Xiang, Roy Plastock, Schaumi’s Outlines, Tata Mc-Graw Hill.
- 3) Procedural Elements for Computer Graphics by David F Rogers , Tata McGraw Hill,
- 4) Principles of Interactive Computer Graphics by Neuman & Sproul , Tata McGraw Hill.
- 5) Principles of Computer Graphics by Govil Shalin PAI, Springer.
- 6) Computer Graphics by Steven Harrington , Tata McGraw Hill.

Title of the Paper: **Classical Animation**

| Topics                                                                                                                                                                                                                                                                                                                                                   | Lectures<br>36 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit- I</b><br>Classical 2D Animation orientation – Basic factors affecting the illusion of motion – Impact of digital techniques on the craft of film and video animation – Professional Animation practice and job description – Prevailing file format standards and other Compatibility issues – History and future trends of computer animation. | <b>09</b>      |
| <b>Unit- II</b><br>2D animation application software interface – Default setting and user preferences – Document setup. Import and export formats – Document and timeline window feature – Tools and commands palettes – Media-selection tools and techniques Asset-management Features.                                                                 | <b>09</b>      |
| <b>Unit- III</b><br>2D graphics editing features – Basic geometric transformation – Object stroke attributes – Object fill attributes – Shading Techniques (blends – gradients) – Packaged effects (extensions – Plug-ins) – Features Specific to the program in use.                                                                                    | <b>09</b>      |
| <b>Unit- IV</b><br>2D animation frame-sequencing features – Straight-ahead animation – Key Frames animation – Motion paths – Applying geometric transformations over time –Intertwining options – Looping and palindrome motion – Features specific to the program in use.                                                                               | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Basic Drawing Techniques by Richards Box
- 3) Drawing and Anatomy by Victor Perard
- 4) Cartoon Animation by Preston Blair
- 5) Timing for Animation by Harold Whitaker
- 6) Animation the Mechanics of Motion by Chris Webster

| Topics                                                                                                                                                                                                                                                                          | Lectures<br>36 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit- I</b><br>What are the principles of animation?<br>Caricaturing the Action. Thumbnails, Drama and psychological effect. Motion studies, drawing for motion.<br>The body language, Re-defining the drawings.                                                             | <b>09</b>      |
| <b>Unit- II</b><br>Introduction to animation production process. Basic principles in animation.<br>Squash and Stretch, Anticipation, Staging. Straight ahead and pose to pose.                                                                                                  | <b>09</b>      |
| <b>Unit- III</b><br>Anticipation, Follow through and overlapping action, Slow in and slow out, Arcs, Secondary action. Timing, Exaggeration, Solid drawing, Appeal. Mass and weight, Character acting, Volume. Line of action, Path of Action, Walk cycles of animal and human. | <b>09</b>      |
| <b>Unit- IV</b><br>Introduction to the equipment<br>Flip Books. Stop motion techniques.<br>Technique of working in groups.<br>The Exposure sheet (X sheet)".                                                                                                                    | <b>09</b>      |

**Reference Books:-**

- 1) The Animator Survival Kit by Richards Williams
- 2) Basic Drawing Techniques by Richards Box
- 3) Drawing and Anatomy by Victor Perard
- 4) Cartoon Animation by Preston Blair
- 5) Timing for Animation by Harold Whitaker
- 6) Animation the Mechanics of Motion by Chris Webster
- 7) Character Animation Crash Course! By Eric Goldberg.
- 8) Cartoon Animation (The Collector's Series) by Preston Blair.
- 9) Animation from Pencils to Pixels: Classical Technique by Tony White.

Title of the Paper: **HTML**

| Topics                                                                                                                                                                                                                                                                                                                                              | Lectures<br>36 |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>Unit-I : Introduction to HTML</b><br>History, Creating a Web page, Page installation, Viewing and checking. Working with text, HTML tags, Physical and logical styles, Headings. Presenting and arranging text, Using DIV and SPAN, Layers, Preformatting text. Working with images, Graphic formats, Clip art, Graphic Colour, creating images. | <b>09</b>      |
| <b>Unit-II : Links, Lists, Tables and Frames</b><br>Hyperlinks, URLs, Maps, Lists, Table creation, Border, Aligning Data, Creation of frames, Horizontal and Vertical frames, naming to frames, Browser windows.                                                                                                                                    | <b>09</b>      |
| <b>Unit-III : Working with Multimedia and Style sheets</b><br>Multimedia sound, Video, 3D, Creating own multimedia, Connecting multimedia files, Creating inline sound and video. Style sheets, External and embedded, Inline styles, Cascading and organizing styles, Style specification and background colour.                                   | <b>09</b>      |
| <b>Unit-IV : Creating HTML forms and HTML controls</b><br>Introduction to forms, Controls, Creating a form, Submitting data form, Uploading, pasting, testing and maintaining the website, HTML design with Flash method, Flash websites with Splash preloaded pages.                                                                               | <b>09</b>      |

**Reference Books:-**

- 1) HTML Black Book By Steven Holzner, DreamTech Press, USA
- 2) HTML XHTML & CSS - Bible By Schaferm – Wiley
- 3) HTML in Simple Steps By Kogent - Wiley
- 4) HTML 5 By Bluttman & Cottrell – Tata McGraw Hill
- 5) Introducing HTML 5 By Lawson - Pearson

Title of the Paper: **Introduction to Web Development**

| Topics                                                                                                                                                                                                                                                                                                                          | Lectures<br>36 |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|
| <b>UNIT – I: Foundation of Web Design</b><br>Basic principle of web design, Web design themes, User centered design, User characters, User world, Web medium, Introduction to HTML, XHTML, XML, Web design process and website evaluation, evaluation reports.                                                                  | <b>09</b>      |
| <b>UNIT – II : Site organization and navigation</b><br>Architecture, Navigation theory in brief, Basic navigation practices, search, site maps and other navigational aids in brief, Site indexes.                                                                                                                              | <b>09</b>      |
| <b>UNIT – III : Elements of page Design</b><br>Pages and layout, entrance pages, layout examples, texts and fonts, text layout, text details, web colour basics, practical web colour, images and HTML, image formats, image uses, GUI design implications , forms, usable forms and form validation, Advanced web GUI Widgets. | <b>09</b>      |
| <b>UNIT – IV : Technology and Web design</b><br>Web technology best practices, Browser, HTML, CSS, XML best practices, client side Programming, multimedia best practices, Site delivery and management, Web servers, Delivering the payloads, Managing Web servers.                                                            | <b>09</b>      |

**Reference Books:-**

- 1) The Complete Reference Web Design ( 2<sup>nd</sup> Edition ) by Thomas A. Powell  
Tata McGraw Hill Publication.
- 2) Web Design in Easy Steps by Sean McManus – Tata McGraw Hill Publication
- 3) Web Design: A Beginner's Guide Second Edition by Wendy Willard  
Tata McGraw Hill Publication

# LABORATORY COURSE

**Laboratory course**     Animation Lab- I

**AME-111**

## **Group I**

1. Microsoft DOS
2. Microsoft Word
3. Microsoft Excel
4. Microsoft PowerPoint
5. Microsoft Access

## **‘C’ Programming Practical’s**

6. Area of Circle
7. Area of Rectangle
8. Use of if else statement
9. Use of switch statement
10. Use of For statement

## **Group II**

### **HTML Practical’s**

11. Create HTML pages using HTML tags , insert images and clip art
12. Working with Hyperlinks and Tabular information of Students bio data
13. Insert sound and Video in web pages
14. Create a form design with controls
15. Create simple Flash website application

### **Web Development Practical’s**

16. Design a simple Web site template and themes
17. Design a simple Website with site map, search facility
18. Design a GUI for any application with use of text, images and forms
19. Design a GUI application for College Administrative System
20. Case study for Website application

**Laboratory course**     : Animation Lab- II

**AME-112**

## **Group I**

1. Internet connectivity
2. Working with Web browser
3. Working with e-mail clients (Sending/receiving/attachments)
4. Working with PDF files using Acrobat Reader
5. Storing Photos using digital media and Copying Video Media into digital media
6. Identifying components and Interfacing
7. Identifying different Hardware’s Elements
8. Installing System and application software
9. Understanding control panel settings
10. Working with anti-virus software and Working with backups

## **Group II**

11. Free hand sketching from real objects:  
Building, vehicles, chair, table, trees etc.
12. Kind of Design- 2 D
13. Still life with drapery (object drawing)  
(Study of non living objects)
14. Landscape on the spot & landscape from Memory  
(Hills, Trees, Hut, Rivers etc.)
15. Basic Head Drawings male, female, children, old person
16. Draws Text, letters, logos.
17. Draw BG (Backgrounds) Layouts for Animation.
18. Realistic Human Drawings, Anatomy.
19. Animal Drawings
20. Cartoons and Comic Drawings

**Group I**

1. Getting started in CorelDraw
2. Working with pages and layout tools
3. Using CorelDraw tools
4. Working with objects
5. Using transparency of objects
6. Working with workspace
7. Working with Tools
8. Creating Logo Designing
9. Working with Menu bar, Layers, Colours, Filters
10. Importing/Exporting Formats in Different Patterns Designs

**Group II**

11. Primary, Secondary, Tertiary, Quarter Class Colour Scheme
12. Making 6, 12, 18 parts of Colour Wheel
13. Relationship between Different colour Schemes
14. Still life painting
15. Memory painting
16. Concept Telling & Writing on Own Script
17. Developing concept With Dialogue and description Imagery.
18. Writing script for children and adult programmers.
19. Graphical storyboard and hand drawn story board.
20. Create a storyboard and finally prepare an Animatic.

**Group I**

1. Capture Images by Camera /Scanner and Import Images into Computer.
2. Import Scanning Images for Toon Boom, Using ToonBoom Interface.
3. Creating Bitmap images From Photoshop.
4. Using flash Interface and Import, Trace, Break apart, and loading bitmaps in FLASH  
Animation exercises on following principles using sketching, Toon Boom and Flash Animation.
5. Squash and Stretch.
6. Anticipation.
7. Follow through and overlapping action.
8. Slow in and slow out.
9. Arcs.
10. Exaggerations.

**Group II**

11. Draw Various Shapes in 2 Point Perspective.
12. Draw Same Objects in 2 Point Perspective.
13. Draw Shapes in 1 Point Perspective with Light And Shade.
14. Draw Buildings Layouts in Multiple Point Perspective.
15. Draw Human Sketches in Multiple Point Perspective.
16. Object Animations.
17. Water Ripple.
18. Human Walk cycle and Animal Walk cycle.
19. Various Actions of Human, Animal and Cartoons.
20. Facial Expression Human, Animal, Cartoons.

## **PRACTICALS GROUPING**

### **Animation Lab I**

Fundamentals of computers + 'C' Programming  
HTML + Introduction to Web Development

### **Animation Lab II**

Introduction to Internet and Multimedia + Introduction to Hardware's and Software's  
Drawing and Sketching-I + Drawing and Sketching-II

### **Animation Lab III**

Computer graphics-I + Computer graphics-II  
Color Theory + Script Writing and Storyboarding

### **Animation Lab IV**

Digital Art + Principles of Animations  
Animation Perspective + Classical Animation

## EXAMINATION PATTERN

**Common Nature of Question Paper for B.Sc. Part-I , BCS Part-I & BFTM Part-I theory paper to be implemented from academic year 2012 (Except Chemistry)**

|         |                                                                     |                 |
|---------|---------------------------------------------------------------------|-----------------|
| Q.No.1  | Multiple Choice questions<br><br>(1 marks each)                     | 10Marks         |
| Q.No. 2 | Long answer questions (solve any 2 out of 3)<br><br>(10 marks each) | 20 Marks        |
| Q.No. 3 | Shot answer questions (4 out of 6)<br><br>(5 marks each)            | 20 Marks        |
|         | <b>Total</b>                                                        | <b>50 marks</b> |

**Practical Exam : Annual Pattern ( Applicable for all Laboratory Courses )**

Total Number of the Experiments = 20

Journal Marks = 10

The Candidates need to perform 2 Experiments, Each experiments carries 20 Marks